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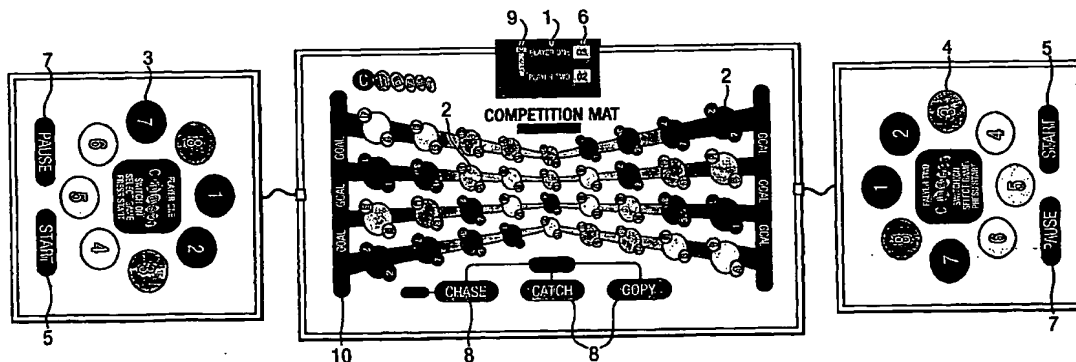
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(54) Title: GAME APPARATUS



(57) Abstract: An electronic game apparatus is provided, comprising an array of indicators, including at least two different types of indicator; at least two sets of player operable switches, each set of switches including sensors corresponding to each type of indicator; and, a microprocessor, the microprocessor connected to each of the indicators and each of the switches and operable to control the activation of each indicator, and to change game state in response to the operation of a switch in dependence on the correspondence between the operated switch and an activated indicator. The game apparatus of the invention can be operated in a number of modes for one, two or multiple players.

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